

Curriculum Overview Year 6 – Summer Term

Literacy	Science	Design & Technology	Maths
<p>Reading</p> <ul style="list-style-type: none"> • Read a broad range of genres • Recommend books to others • Make comparisons within/across books • Support inferences with evidence • Summarising key points from texts • Identify how language, structure, etc. contribute to meaning • Discuss use of language, inc. figurative • Discuss & explain reading, providing reasoned justifications for views <p>Writing</p> <ul style="list-style-type: none"> • Use knowledge of morphology & etymology in spelling • Develop legible personal handwriting style • Plan writing to suit audience & purpose; use models of writing • Develop character & setting in narrative • Select grammar & vocabulary for effect • Use a wide range of cohesive devices • Ensure grammatical consistency <p>Grammar</p> <ul style="list-style-type: none"> • Use appropriate register/ style • Use the passive voice for purpose • Use features to convey & clarify meaning • Use full punctuation • Use language of subject/object • Speaking & Listening • Use questions to build knowledge • Articulate arguments & opinions • Use spoken language to speculate, hypothesise & explore • Use appropriate register & language 	<p>Living things and their habitats</p> <ul style="list-style-type: none"> • Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences. • Give reasons for classifying plants and animals based on specific characteristics. • Be introduced to the idea that broad groupings, such as micro-organisms, plants and animals can be subdivided. • Through direct observations where possible, they should classify animals into commonly found invertebrates (such as insects, spiders, snails, worms) and vertebrates (fish, amphibians, reptiles, birds and mammals). • Discuss reasons why living things are placed in one group and not another. 	<p>Moving Vehicles</p> <ul style="list-style-type: none"> • Communicate ideas through detailed labelled drawings; • Develop a design specification; • Explore, develop and communicate aspects of their design proposals by modelling their ideas in a variety of ways; • Plan the order of work, choosing appropriate materials, tools and techniques including the use of the design cycle. • Select appropriate tools, materials, components and techniques; • Assemble components to make working models; • Use tools safely and accurately; • Construct products using permanent joining techniques. • Evaluate products, identifying strengths and areas for development, and carrying out appropriate tests; • Record evaluations using drawings with labels; • Evaluate against original criteria and suggest ways that their product could be improved. 	<p>Problem Solving /Investigations</p> <p>Geometry & Measures</p> <ul style="list-style-type: none"> • Convert between different units • Calculate perimeter of composite shapes & area of rectangles • Estimate volume & capacity • Measure & identify angles / find unknown and missing angles • Understand regular polygons • Reflect & translate shapes • Draw 2D shapes using given dimensions and angles • Recognise, describe and build simple 3D shapes, including making nets • Compare and classify geometric shapes based on their properties and sizes • Illustrate and name parts of circles, including radius, diameter and circumference. <p>Data</p> <ul style="list-style-type: none"> • Interpret tables & line graphs • Solve questions about line graphs
	<p style="text-align: center;">Physical Education</p> <p>Dartmoor 3-ball / Athletics / Swimming</p> <ul style="list-style-type: none"> • Use running, jumping, catching and throwing in isolation and in combination • Play competitive games, applying basic principles • Develop flexibility & control in gym, dance & athletics • Take part in Outdoor & Adventurous activities • Compare performances to achieve personal bests • Swimming proficiency at 25m 	<p style="text-align: center;">History</p> <p>British History (taught chronologically) - The Viking and Anglo-Saxon struggle for the Kingdom of England (Continued)</p> <ul style="list-style-type: none"> • Further Viking invasions and Danegeld • Anglo-Saxon laws and justice • Edward the Confessor and his death in 1066 	

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	Geography <ul style="list-style-type: none"> Human Geography including the distribution of natural resources including energy, food, minerals and water. 		
PSHE / RSE <ul style="list-style-type: none"> Explain how to look after the body during puberty Learn to deal with emotions Understand the different types of relationships that exist Understand the laws around sexual relationships Understand the role of the media with regards to our bodies Understand and explain what contraception is and why it is used Understand and use a range of vocabulary when discussing differences in sex, gender identity and sexual orientation Understand and use key vocabulary to explain how babies are made Describe the process from conception to birth and the needs of the foetus 	Modern Languages <ul style="list-style-type: none"> Listen & engage Engage in conversations, expressing opinions Speak in simple language & be understood Develop appropriate pronunciation Present ideas & information orally Show understanding in simple reading Adapt known language to create new ideas Describe people, places & things Understand basic grammar, e.g. gender 	Music <p>Charanga Year 6, Unit 5: Music and Me Year 6, Unit 6: Reflect, Rewind and Replay</p> <ul style="list-style-type: none"> Perform with control & expression solo & in ensembles Improvise & compose using dimensions of music Listen to detail and recall aurally Use & understand basics of staff notation Develop an understanding of the history of music, including great musicians & composers 	Art & Design <p>Printing</p> <ul style="list-style-type: none"> Explain a few techniques, including the use of poly-blocks, relief, mono and resist printing. Choose the printing method appropriate to task. Build up layers and colours/textures. Organise their work in terms of pattern, repetition, symmetry or random printing styles. Choose inks and overlay colours.
		Computing <ul style="list-style-type: none"> Design & write programs to solve problems Use sequences, repetition, inputs, variables and outputs in programs Detect & correct errors in programs Understand uses of networks for collaboration & communication Be discerning in evaluating digital content 	Religious Education <ul style="list-style-type: none"> How should we live and who can inspire us? (Inspirational People) Consider and apply ideas about ways in which diverse communities live together for the wellbeing of all, taking account of values, community and respect. Discuss and apply their own and others' ideas about ethical questions, including ideas about right and wrong, and justice and fairness.